



**THE VOCABULARY MASTERY
OF THE FIFTH GRADERS OF SDN 2 PANJUNAN KUDUS
IN ACADEMIC YEAR 2015/2016
TAUGHT BY USING JEOPARDY GAME**

By

NILA JESICA

201232168

ENGLISH EDUCATION DEPARTEMENT

TEACHING TRAINING AND EDUCATION FACULTY

MURIA KUDUS UNIVERSITY

2016



**THE VOCABULARY MASTERY
OF THE FIFTH GRADERS OF SDN 2 PANJUNAN KUDUS
IN ACADEMIC YEAR 2015/2016
TAUGHT BY USING JEOPARDY GAME**

SKRIPSI

**Presented to the University of Muria Kudus
In Partial of the Requirements for Completing the Sarjana Program
in Departement of English Education**

By

NILA JESICA

NIM 201232168

ENGLISH EDUCATION DEPARTEMENT

TEACHER TRAINING AND EDUCATION FACULTY

MURIA KUDUS UNIVERSITY

2016

MOTTO AND DEDICATION

Motto:

- ❖ Don't spend all your time just waiting for second chance.
- ❖ Being a happy is to appreciate and love what you have, not what you do not have.
- ❖ When you have exhausted all possibilities, remember this you haven't.

— Thomas A. Edison

DEDICATION

The writer dedication this Skripsi to:


- ◆ Her beloved Father (Warsito) and Mother (Sutinah).
- ◆ Her beloved sister (Mega and Yunita), Brother in law (Ali Isya), Her beloved brother (Galuh and Dika) and Nephew (Tsaqib Azka).
- ◆ Her beloved friends (Ria, Dwi, Ulfa, Ardiana, Desi) who always support her and all of the writer friends in Departement of English Education UMK.
- ◆ All of the lecturers in UMK for all their knowledge and supports.
- ◆ Somebody who taught her what life is supposed to be.

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Nila Jesica(201232168) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

Kudus, August 2016

Advisor I

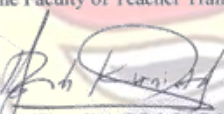

Drs. Muh. Syadai, M.Pd.
NIP. 196204131988031002

Kudus, August 2016

Advisor II


Atik Rokhayani, S.Pd, M.Pd.
NIS. 0610701000001207

Acknowledged by
Head of English Education Department
The Faculty of Teacher Training and Education


Diah Kurniati, S.Pd, M.Pd.
NIS. 0610701000001190

EXAMINERS' APPROVAL

This is to certify that the Skripsi of Nila Jesica (201232168) has been approved by the Examining Committee as a requirement for the Sarjana Degree of English Education.

Kudus, September 10th, 2016
Skripsi Examining Committee:


Drs. Muh Syaefi, M.Pd
NIP. 196204131988031002

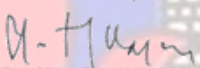
,Chairperson


Atik Rokhavyani, S.Pd, M.Pd
NIS. 0610701000001207

,Member

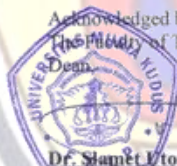

Dra. Endang Sri Kusmaryati, M.Pd
NIS. 0610713020001009

,Member


Dr. H.A. Hilal Majidi, M.Pd
NIS. 0610713020001020

,Member

Acknowledged by
The Faculty of Teacher Training and Education
Dean



Dr. Slamet Utomo, M.Pd
NIP. 196212191987031015

ACKNOWLEDGEMENT

Bismillahirrahmanirrahim,

Alhamdulillahirobbil'alamin. There will never be another greatest thank except to Allah SWT for blessing and guidance, so the writer can finish her skripsi entitled **“The Vocabulary Mastery of The Fifth Graders of SDN 2 Panjuran Kudus in The Academic Year 2015/2016 Taught by using Jeopardy game”**.

This skripsi would never be completed without assistance of others. Therefore, the writer would like to express her deepest gratitude to:

1. Dr. Slamet Utomo, M.Pd, as the Dean of Teacher Training and Education Faculty of Muria Kudus Univesity.
2. Diah Kurniati, S.Pd, M.Pd, as the Head of English Education Departement.
3. Drs. Muh Syafei, M.Pd, as the first advisor who was giving in valuable guidance, showing the appropriate references and helping in all of the difficulties. Moreover, for his kindness and helpfulness corrections to this final project until its completion.
4. Atik Rokhayani, S.Pd, M.Pd, as the second advisor who has read this final project carefully and given many useful seggestions and also corrections for its improvement.
5. All of lecturers and staff of English Education Department Teacher Training and Education Faculty.
6. Mudhoib, S.Pd,SD, as the Head Master of SDN 2 Panjuran Kudus who has given the opportunity to do her research.

7. Nurul Hidayati, S.Pd, as the English Teacher of SDN 2 Panjunan Kudus who gave her time in helping this research.
8. The fifth grade students of SDN 2 Panjunan Kudus in academic year of 2015/2016 for their corporation.
9. Her beloved parents, sisters, brother in law, brothers and nephew for their love, pray, support and do the best for her.
10. Her close friends; Ria, Dwi, Ulfa, Ardiana, Desi who always support her and all of the writer friend in Departement of English Education UMK.

There is no greatest obstacle in writing this skripsi than avoiding the temptation of being perfect. Therefore, suggestion from the reader will be fully appreciated and always awaited. The writer do expects that this research will be useful for those, especially who are in the field of education.

Kudus, August 2016

Nila Jesica

ABSTRACT

Jesica, Nila. 2016. *The Vocabulary Mastery of The Fifth Grade Students of SD N 2 Panjunan Kudus in The Academic Year 2015/2016 Taught by using Jeopardy game*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (i) Drs. Muh. Syafei, M.Pd , (ii) Atik Rokhayani, S.Pd, M.Pd.

Key Words: *Jeopardy Game to Teach Vocabulary*

Vocabulary is one the most obvious components of language and one of the first things applied linguistics. Without mastering vocabulary people cannot express their opinion and ideas. Therefore it is important for students to master vocabulary because without vocabulary students can not speak English well.

In fact, when the writer did the observation, the writer found that some of the students at SDN 2 Panjunan Kudus, were not good of their vocabulary and also the student's did not pay attention to the teacher when the teacher explained the material. It is the reason, why the writer used Game to teach vocabulary. This Game is called *Jeopardy*. *Jeopardy* is a game that have points. In each point contains of clue / question that should be answered by the students. Jeopardy game helps the students to memorize the vocabulary, so the students can enrich their vocabulary.

The purpose of this research is to find out whether there is any significant difference between the vocabulary mastery of the fifth grade students of SDN 2 Panjunan Kudus in the academic year 2015/ 2016 before and after being taught by using *Jeopardy Game*.

This research is an experimental research design with one group pre-test and post-test design. Subject of the research used is the fifth grade students in the academic year of 2015/2016. The writer used a test as instrument of the research. The form of the test is multiple-choice questions, consists of 20 items.

After carrying out data analysis and tested the hypothesis, the mean of pre-test is 68, Standart Deviation (SD) is 16. While the mean of post-test is 78, Standart Deviation (SD) is 14. It is found that t-observation (t_0) is 4.61 and the t-table (t_t) is 2.021. It means that the writer rejected the null hypothesis (H_0) and accepted the alternative hypothesis (H_a) because t_0 (obtained) falls in the critical region.

Based on the result, the writer concluded that there is any significant difference between the vocabulary mastery of the fifth grade students of SDN 2 Panjunan Kudus in the academic year 2015/ 2016 before and after being taught by using *Jeopardy Game*.

ABSTRAK

Jesica, Nila. 2016. *Pengajaran Penguasaan Kosakata siswa kelas V Sekolah Dasar Negeri 2 Panjunan Kudus tahun Ajaran 2015/2016 menggunakan Permainan Jeopardy*. Skripsi. Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (i) Drs. Muh. Syafei, M.Pd, (ii) Atik Rokhayani, S.Pd, M.Pd.

Kata-kata kunci: *Permainan Jeopardy untuk Mengajar Kosakata*

Kosakata adalah salah satu bagian yang paling nyata dalam bahasa dan sesuatu yang pertama digunakan dalam ilmu bahasa. Tanpa menguasai kosakata orang tidak dapat mengungkapkan pendapat dan ide-ide mereka. Oleh karena itu, penting bagi siswa untuk menguasai kosakata karena tanpa kosakata siswa tidak dapat berbicara Bahasa Inggris dengan baik.

Kenyataannya ketika penulis melakukan observasi, penulis menemukan beberapa siswa di SDN 2 Panjunan Kudus kurang baik dalam kosakata dan juga siswa kurang memperhatikan ketika guru menjelaskan materi pelajaran. Ini adalah alasan mengapa penulis menggunakan permainan untuk mengajar kosakata. Permainan ini disebut Jeopardy. Jeopardy adalah permainan yang mempunyai skor atau poin. Di dalam setiap skor terdapat petunjuk atau pertanyaan yang harus dijawab oleh siswa. Permainan Jeopardy membantu siswa untuk mengingat kosakata, sehingga siswa dapat memperkaya kosakatanya.

The purpose of this research is to find out whether there is any significant difference between the vocabulary mastery of the fifth grade students of SDN 2 Panjunan Kudus in the academic year 2015/ 2016 before and after being taught by using *Jeopardy Game*.

Tujuan penelitian ini adalah untuk mengetahui apakah ada perbedaan yang signifikan antara penguasaan kosakata siswa kelas V Sekolah Dasar Negeri 2 Panjunan Kudus di tahun ajaran 2015/2016 sebelum dan sesudah diajar dengan menggunakan Permainan Jeopardy.

Penelitian ini adalah desain penelitian eksperimental dengan satu kelompok pre-test dan post-test. Subjek penelitian yang digunakan adalah siswa kelas lima di SDN 2 Panjunan Kudus Tahun Ajaran 2015/2016. Subjek penelitian ini berisi 43 siswa. Penulis menggunakan tes sebagai instrumen penelitian. Bentuk tes ini adalah pilihan ganda yang terdiri dari 20 item.

Setelah melakukan analisis data dan menguji hipotesis. Nilai rata-rata untuk pre-test adalah 68, Standart Deviasi (SD) adalah 16. Sedangkan nilai rata-rata untuk post-test adalah 78, Standart Deviasi (SD) adalah 14. Untuk menguji hipotesis t-observasi (t_0) adalah 4.61 dan t-tabel (t_t) adalah 2.021. Itu mengartikan bahwa penulis menolak hipotesis nol (H_0) dan menerima hipotesis alternatif (H_a) karena t_0 (perolehan) jatuh pada bagian yang kritis.

Berdasarkan hasil tersebut, penulis menyimpulkan bahwa ada perbedaan yang signifikan antara penguasaan kosakata siswa kelas V Sekolah Dasar Negeri 2 Panjunan Kudus di tahun ajaran 2015/2016 sebelum dan sesudah diajar dengan menggunakan Permainan Jeopardy



TABLE OF CONTENTS

	Page
COVER	i
LOGO	ii
TITLE	iii
MOTTO AND DEDICATION	iv
ADVISORS' APPROVAL	v
EXAMINERS' APPROVAL	vi
ACKNOWLEDGEMENT	vii
ABSTRACT	ix
ABSTRAK	x
TABLE OF CONTENTS	xii
LIST OF TABLES	xv
LIST OF FIGURES	xvi
LIST OF APPENDICES	xvii
 CHAPTER I INTRODUCTION	
1.1 Background of the Research	1
1.2 Statement of the Problem	4
1.3 Objective of the Research	4
1.4 Significance of the Research	4
1.5 Scope of the Research	5
1.6 Operational Definition	5
 CHAPTER II REVIEW TO RELATED LITERATURE AND HYPOTHESIS	
2.1 English for Young Learners	6
2.2 Teaching English in SD N 2 Panjunan Kudus	7
2.2.1 Curriculum of Teaching English in SD N 2 Panjunan Kudus	9
2.2.2 Material of Teaching English in SD N 2 Panjunan Kudus	10

2.3	The Vocabulary Mastery	11
2.3.1	The Importance of Vocabulary.....	12
2.3.2	Kinds of Vocabulary	13
2.3.3	Technique in Teaching Vocabulary	14
2.4	Jeopardy Game to Teach Vocabulary	15
2.4.1	The Definition of Jeopardy Game.....	16
2.4.2	Stages of Jeopardy Game	17
2.5	Review of Previous Research.....	18
2.6	Theoretical Framework	19
2.7	Hypothesis	20
CHAPTER III METHOD OF THE RESEARCH		
3.1	Design of the Research.....	21
3.2	Subject of the Research	22
3.3	Instrument of the Research.....	23
3.4	Data Collection.....	26
3.5	Data Analysis	27
CHAPTER IV FINDING OF THE RESEARCH		
4.1.	Finding of the Research	32
4.2.	The Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus in Academic Year 2015/ 2016 before being Taught by Using Jeopardy Game	32
4.3.	The Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus in Academic Year 2015/ 2016 after being Taught by Using Jeopardy Game	35
4.4.	Hypothesis Testing.....	38

CHAPTER V DISCUSSION

Discussion	41
------------------	----

CHAPTER VI CONCLUSION AND SUGGESTION

6.1. Conclusion.....	43
6.2. Suggestion	44

REFERENCES

APPENDICES

STATEMENT

CURRICULUM VITAE

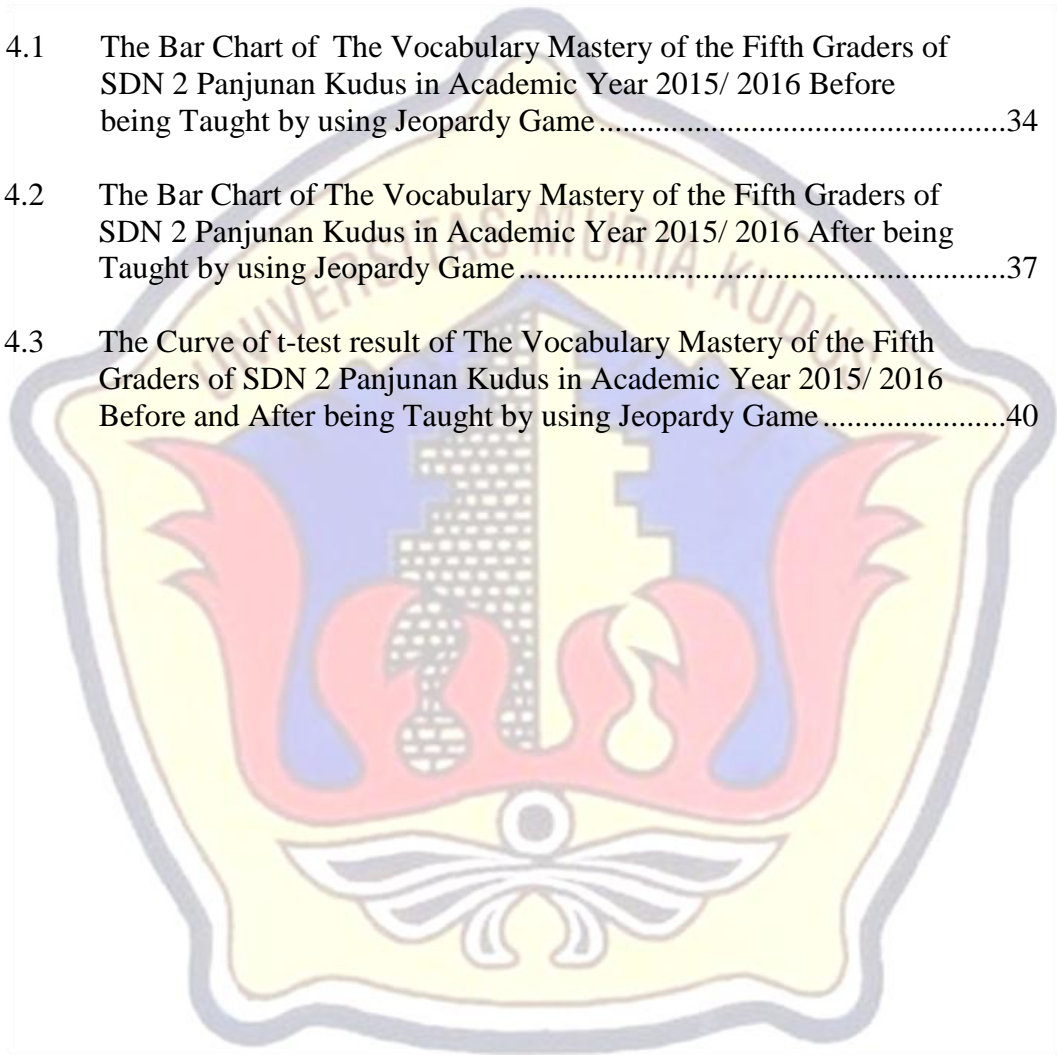


LIST OF TABLES

Table	Page
3.1 Table of Criteria of Vocabulary's Score	24
3.2 Table of Criteria of Reliability Test	26
4.1 The Score of The Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus in Academic Year 2015/ 2016 Before being Taught by using Jeopardy Game	33
4.2 The Frequency Distribution of The Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus in Academic Year 2015/ 2016 Before being Taught by using Jeopardy Game	33
4.3 The Score of The Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus in Academic Year 2015/ 2016 After being Taught by using Jeopardy Game	35
4.4 The Frequency Distribution of the Vocabulary Mastery of the Fifth Graders of SD N 2 Panjunan Kudus in Academic Year 2015/ 2016 After being Taught by using Jeopardy Game	36
4.5 The Result Calculation of Mean, Standard Deviation, and t- observation from Pre-test and Post-test Score	39

LIST OF FIGURES

Figures		Page
3.1	The Design Experiment of Single Group Using Pre test- Post test	22
4.1	The Bar Chart of The Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus in Academic Year 2015/ 2016 Before being Taught by using Jeopardy Game	34
4.2	The Bar Chart of The Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus in Academic Year 2015/ 2016 After being Taught by using Jeopardy Game	37
4.3	The Curve of t-test result of The Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus in Academic Year 2015/ 2016 Before and After being Taught by using Jeopardy Game	40



LIST OF APPENDICES

Appendix	Page
1. Syllabus.....	47
2. Lesson Plan 1	61
3. Lesson Plan 2	65
4. Lesson Plan 3	69
5. The test of Vocabulary Mastery.....	73
6. The Score of Try Out of the Fifth Graders of MI NU Khurriyatul Fikri Kudus	76
7. The Tabulation of Try Out Test.....	77
8. The Reliability of the Test Items for Try Out Test for Measuring the Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus	79
9. The list of Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus before being Taught by using Jeopardy Game	81
10. The list of Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus after being Taught by using Jeopardy Game	82
11. The Calculation of Mean and Standard Deviation of the Pre-Test Measuring Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus Before being Taught by using Jeopardy Game	83
12. The Calculation of Mean and Standard Deviation of the Post-Test Measuring Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus After being Taught by using Jeopardy Game	86
13. The Calculation to Find Out T-test of Vocabulary Mastery of the Fifth Graders of SDN 2 Panjunan Kudus Before and After being Taught by using Jeopardy Game.....	89
14. T- Table.....	93